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Dhampir

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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Vampire**.

This fan-fiction article, **Dhampir**, was written by Adalwulf of Aedirn and Witcher190. Please do not edit this fiction without the writers' permission.

A **dhampir**, also known as a **dhampire** or **half-vampire**, is a hybrid resulting from the union between a higher vampire or supreme vampire and a human—or a humanoid species with close genetic affinity to humans, such as elves. Like other hybrids, such as the liger[W], they are in most cases infertile.

Dhampirs are also responsible for most of the myths surrounding vampires. This is one of the many reasons why they are rejected within vampiric communities (at least along the western coast, particularly among higher and supreme vampires), and are also actively persecuted.

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Species	• Bythospir • Hypovampire (classification for the so-called "vampire animals")
Physiology	
Height	Varies depending on vampiric ancestry; those with a mula or katakan parent are usually quite tall
Wingspan	Depends on the ancestry of the dhampir
Weight	Varies
Eyes	Varies, but similar to their skin tone, their eyes are often paler than the usual color associated with their human heritage
Other Characteristi	• Lack of upper fangs • Skin paler than usual
Ecology	
Lifespan	Half of that of their vampire parent
Intelligence	Superior to humans, but inferior to the older Supreme Vampires
Nature	Varied
Range	International
Habitat	Prefers civilization but can be found in the countryside or wilderness
Diet	• Human or humanoid food and drinks • Blood
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claim to have fought a dhampir

Overview

A dhampir (*Humanoid species* × *Vampires Superiores*) is the hybrid result of the cross between different types of higher and supreme vampires with humans and various humanoid species closely related to humans, such as elves, as previously mentioned.

As also stated before, like hybrids of other species, they are infertile among themselves and with other non-vampiric species, being able to reproduce only

with vampires. In such cases, the offspring will belong entirely to the vampire species of the other parent.

Furthermore, unlike their vampiric progenitors (who had some affinity for water magic, including its sub-disciplines such as mental magic and its para-elements like blood magic, primarily), they do not possess the ability to perform any kind of magic. Instead, they must rely on their abilities—often mistaken for magical by many—when this is not actually the case.

Dhampirs, as mentioned previously, at least on the western coast, are persecuted, repudiated, and hated within higher and supreme vampire communities, and are not considered true vampires by them. However, due to their vampiric heritage, they are capable of detecting vampires while they are disguised or invisible, which greatly aids their long-term survival.

Additionally, among higher and supreme vampires, once in a lifetime, their non-vampiric genes can re-emerge (usually when both vampires have recent dhampir ancestry), resulting in grandchildren known as katapirs (25% vampire). These are even more repudiated and discriminated against within higher and supreme vampire communities, to the point that they typically live only a few years before being killed along with their parents.

In the extremely rare case that such individuals survive and reproduce with a humanoid, this may result in a bythospir (12.5% vampire). However, this is considered nearly impossible, as katapirs already represent the absolute limit for higher and supreme vampires (at least on the western coast) in terms of what they perceive as the "*degeneration of their species*."

Behaviors

The appearance and susceptibility of dhampirs to the addictive effects of blood depend on their vampiric parent's position in the hierarchy. Generally, the lower the parent is in the hierarchy, the less human-like the dhampir appears, and the more addictive blood becomes for them. For instance, dhampirs with Katakan heritage are particularly prone to losing themselves in bloodlust due to their susceptibility to its addictive effects.

Feeling like outsiders due to their ostracized status, dhampirs often struggle to find their place in the world. Supreme vampire dhampirs, with their human-like appearance, might integrate more easily into human societies. However, they

may still feel isolated due to their unique abilities, leading them to eventually become more reclusive. This tendency towards seclusion further fuels the myth of the "*lonely vampire in its castle*".

Physiology

A dhampir's physiology varies greatly depending on their vampiric ancestry. Those closest in appearance to humans are typically dhampirs born from a supreme vampire parent, being almost indistinguishable from a common human.

Their most distinguishing traits are slightly paler-than-usual skin and the absence of upper fangs, possessing only the lower ones, which are just slightly larger than those of an average human. The upper fangs are, in fact, replaced by a second pair of lateral incisors instead of the usual canines. With these, they tear into the neck of their victims, while the lower fangs are used to hold the target in place, and the rest of the mouth is used to suck.

Those least similar to humans are individuals with mula or nekurat ancestry. In the latter case, their already pale skin becomes even more pronounced, and they display more inhuman features overall—likely because these types of higher vampires are more genetically distant from the average humanoid, though not enough to prevent hybridization.

Genetic Issues

Dhampirs, like many other hybrids, present various genetic problems. One of their parents is, after all, a hematophagous chiropteran that evolved convergently to become more humanoid in order to better prey on humans and similar species, while the other is a hominid.

The primary issue is near infertility, followed by difficulties in processing certain minerals and vitamins. These factors—together with the existence of lower vampires—gave rise to the myth that "*vampires need blood to survive*."

They also possess the ability to produce an enzyme known as dhampirin, which helps them track prey thanks to the disturbances they leave behind. This enzyme is also responsible for the disease mistakenly referred to as "*vampirism*".

If vampires truly "*turned*" humans in the traditional sense, they would not require sexual organs, as transformation would be far more efficient—and

dhampirs would not exist.

In addition to the previously mentioned issues, many dhampirs may present a range of genetic conditions, from relatively neutral ones such as vitiligo, extreme albinism, or mild body dysmorphia (the latter two particularly in hybrids with nekurat ancestry), to more severe conditions such as elephantiasis (in hybrids of mula origin).

Generally, for this reason—and due to greater genetic and chromosomal compatibility—hybrids between supreme vampires, alps, or bruxae and humanoids tend to be the most stable and healthy. In fact, alps are believed to have inherited their pointed ears from past crossbreeding with elves, in a manner similar to dryads and other nymphs.

Diet

Dhampirs feed in the same way as an average human—that is, they follow an omnivorous diet. Some (particularly hybrids resulting from more genetically distant pairings, such as those with nekurat or mula ancestry) may experience more difficult digestion, though not much more than a human with a sensitive stomach. This was misinterpreted in popular folklore as "*everything a vampire eats turns to ash in their stomach*."

The real issue dhampirs face is that their bodies cannot properly process certain minerals and vitamins. This leads them, from time to time, to hunt and feed on blood—primarily from humanoids, as this is where they can reliably obtain what they lack.

Otherwise, they are capable of maintaining a normal diet. In that sense, and allowing for the differences, they could be compared to individuals with celiac disease.

In summary: if for a higher or supreme vampire blood is equivalent to alcohol for humans, and for a lower vampire it is essentially both water and food, then for a dhampir blood is roughly comparable to a human consuming different types of juices, good for their health but not strictly necessary.

History

The Emergence of Dhampirs

The first dhampirs appeared at some point between 230 and 130 Before the Resurrection, when, within the vampiric state that once existed on the western coast—the Leinthzilci-as-ita-Calusuouf (Vampire Language: *Gerontocracy of the Great Promise*)—figures such as the infamous Khagmar decided to "*indulge too much with the livestock*." This resulted in the first hybrids between humans and vampires—that is, the dhampirs.

It is believed that the word dhampir itself derives from the vampiric language, meaning dham (half) and upir (us), the term higher and supreme vampires use to refer to themselves—thus, *half of us*.

Following the civil war that later erupted within the vampiric state—leading to the near-extinction of the species, the collapse of the state, the fragmentation of each "*clan,*" and the subsequent concealment of vampires within human societies—dhampirs experienced their highest peak in births. They were used as a means to replenish numbers, resulting in later generations of vampires acquiring increasingly human-like features, moving away from convergent humanoid evolution due to the influx of human genes. This also coincided with the emergence of their reverse aging (the older they are, the more powerful they become despite their appearance).

At this point, it was discovered that one of the few ways a dhampir could reproduce was with a vampire.

At some later stage, however, the dhampir population grew out of control, giving rise to many of the myths surrounding vampires and nearly exposing them. This led—at least among higher and supreme vampires of the western coast, led by the Unseen Elder of Toussaint—to their near extermination and the beginning of their systematic rejection.

From then on, their birth became extremely rare and exceptional in the following centuries, usually resulting from either higher or supreme vampires who had become "*too contaminated*" by humanity, or the opposite—those who left their "*gift*" behind.

Preparation

To defeat a dhampir, it is enough to analyze popular folklore and turn it on its head. A clever witcher—or even an ordinary human such as a witch hunter—should not have too many difficulties, provided they realize this in time.

Vampires are undead: A grave mistake

The different types of vampires are living beings like any other. Popular folklore confuses them with the undead due to a simple error.

In the case of dhampirs, they have a much slower pulse—even lower than that of a witcher, whose pulse is already half that of a human. This, combined with blood being redirected to areas that need it during combat, creates the impression of a "*corpse*" due to the apparent coldness and lack of pulse.

In the case of higher or supreme vampires, something similar happens regarding blood distribution. However, their pulse behaves differently, capable of accelerating to extreme levels. If a human were to hear a supreme or higher vampire's heartbeat, the sound would resemble "*an agonizing scream of pain*" rather than a normal rhythm. This is also why they are considered "*souls brought from hell*" and similar nonsense.

Vampires are cursed: False

Vampires—at least the higher and especially the supreme ones—possess magical resistance comparable to that of a witcher, which increases with age up to a certain limit. This makes placing curses on them practically impossible.

This myth originates from three sources: certain higher vampires, lower vampires, and dhampirs. The primary source, however, are dhampirs—due to their hybrid nature, not because they are actually cursed.

A notable case of a cursed higher vampire was Hubert Rejk, a katakan who, after being cursed and operating under the alias "*Concerned Citizen*," became a serial killer targeting individuals he deemed immoral—those he believed had strayed from the path of the Eternal Fire. Even then, the curse affecting him was relatively mild for a being of his kind.

Vampires sparkle in sunlight: False

Only some dhampirs with extreme albinism exhibit this effect—and even then, they cannot endure it for long. They must retreat to areas with at least partial shade if they wish to avoid first-degree burns within minutes.

Vampire spawns exist: False

A dhampir cannot reanimate anyone. A supreme vampire cannot either (it should be remembered that their primary affinity lies with water magic).

The closest thing one might encounter, in the case of dhampirs, is an individual infected by dhampirin, who is being used because the enzyme has caused their brain to become addicted to the consumption of blood—no matter how harmful it is—and the dhampir has promised them something in return. However, they remain ordinary humanoids suffering from what is commonly referred to as "*vampirism*."

If one is dealing with a mage, they may instead be facing a zompire—which is nothing more than the corpse of a lower vampire reanimated by a necromancer.

If one is facing a supreme vampire, they may have allies among lesser beings—monsters such as leshens or other lower vampires under their influence, as in the case of Dettlaff van der Eretein.

Vampires can drastically change forms: A grave mistake

This myth originates from several different sources. Supreme vampires are the main one, as they can assume up to four forms: *vampiric, hybrid, mist, and humanoid*.

It is also reinforced by more inhuman-looking dhampirs, who appear to be "*in-between*" forms, as well as by lamiae—paravampires (creatures that resemble vampires but are not actually vampires)—and by hypovampires, that is, hematophagous creatures that came alongside vampires from their world, such as dips, often referred to as the "*dogs*" of vampires.

Vampires cannot cross running water: Myth

Vampires of all types (supreme, higher, or lower) can do so without any problem. This myth originates from certain dhampirs—such as those with mula ancestry—whose bodies are so heavy that, if they fall into a medium or large river, they may drown because they are unable to reach the surface.

Stake through the heart: Ineffective

Driving a stake through the heart will do nothing to a supreme vampire—they possess extremely high regenerative abilities. It will not work on a higher vampire either; while their regeneration is lesser than that of a supreme, it is still

considerable.

This myth originates from dhampirs, who—being partially non-vampiric—are indeed affected by such wounds. In general, any sharp object driven into that area will harm them just as it would any other mortal.

Mirrors: Myth

The origin of the mirror myth lies in higher and supreme vampires, as well as dhampirs. It is not that they cannot be seen in mirrors; rather, the way light reflects off their bodies causes them to become effectively invisible when that light reaches a mirror—without higher or supreme vampires actually using invisibility.

This is likely due to their body mass composition. In dhampirs, this effect is variable and depends on the time of day, with reflections being visible during the morning and evening.

Shadows

The same phenomenon described above applies to shadows.

Holy water: Ineffective

Holy water is not effective against higher or supreme vampires, nor against dhampirs. In general, it has no effect on anything unless it is actually enchanted.

This myth originates from dhampirs and the physical state of the water itself—either very cold or very hot. Such extremes can cause some harm to dhampirs, as they tend to have more sensitive skin due to their hybrid nature. However, it will not kill them.

At most, it may cause burns that a human could withstand if the water is very hot, or a stronger thermal shock than that experienced by an average human if it is very cold—potentially paralyzing them momentarily and leaving certain parts of the body numb for an extended period (depending on how much water is used).

Hibernation: Misconception

Supreme vampires can enter a coma-like state if they suffer sufficiently severe damage—but this is not true hibernation.

The closest thing to hibernation—and the real origin of the myth—occurs in dhampirs. If they fail to consume the blood they require, they can enter a lethargic state similar to animal hibernation. This is also where the belief that a vampire can be killed while in such a state originates.

Garlic

Dhampirs have more sensitive skin and a stronger sense of smell than humans, which can cause garlic and similar plants to produce severe irritation. Additionally, due to their hybrid nature, some individuals may develop multiple allergies or even extreme bodily rejection responses. This is the origin of the myth.

As for higher or supreme vampires, if garlic is thrown at them, they will simply cook something with it—if they feel like it. Nothing more.

Fire

This myth originates from lower vampires and dhampirs. The latter are as vulnerable to fire as an average human.

A supreme vampire, however, is immune to fire itself—but not to extreme temperatures (either cold or heat). In fact, the mage Vilgefortz melted the supreme vampire Regis—along with the column he was leaning against—into little more than a lump.

Vampires can fly or levitate: Partially true

This myth originates from two sources. On one hand, dhampirs can jump to great heights due to their physiology, which can be mistaken for levitation.

On the other hand, higher and supreme vampires are indeed capable of flight—but only in their bat form, and only under moonlight. This is because the moon emits star magic, a combination of all elements and para-elements, which includes those they are attuned to, allowing them to achieve true flight.

Without this, their bat forms are too large and heavy, and their wings only allow them to glide.

Sunlight

Dhampirs are immune to sunlight, just like higher and supreme vampires. In their case, this is due to genetic inheritance from the adaptation vampires underwent upon arriving in this world, combined with their non-vampiric component.

The eternally beautiful vampire: False

As with other species, there are attractive vampires and unattractive ones. In the case of supreme vampires, this myth largely stems from their extremely slow aging—slower even than that of a witcher—as well as from dhampirs, whose aging is barely perceptible at a human level due to their vampiric side.

In fact, the older supreme vampires become, the uglier they tend to grow—not only wrinkling, but undergoing deeper physical changes. As their overall structure becomes more powerful in many aspects, it simultaneously deteriorates in a few key ones.

Extremely pale skin

The myth of vampires having extremely pale skin comes from dhampir hybrids, since not all vampires (as seen with the supreme vampires present in the Far South, for example) have that pale complexion. The paleness of skin in dhampirs is a result of their unique genetic makeup and the interplay of their vampire and humanoid traits. This is especially noticeable in those with a higher concentration of vampire genes. Even dhampirs born from the union between a vampire and a humanoid with dark skin usually show some resemblance of this paleness in their skin. This makes it relatively easy to identify them before combat.

Vampires are affected by religious objects: False

Vampires of no kind are affected by religious objects. Nor are they affected by objects charged with *true faith*, as such a thing does not exist.

This myth originates from two sources. First, priests with magical talent who have channeled a spell through an object or enchanted it. Second, the highly developed vision of higher and supreme vampires (and, to a lesser extent, dhampirs—though at roughly half the level of a witcher). Their vision is comparable to four telescopes in terms of distance perception (a witcher's being equivalent to one, an thus a dhampir half of it).

Because of this, the geometric shapes of such objects, when moved rapidly in front of them, can cause disorientation or dizziness.

Vampires are a single species: False

Vampires are not a single species—not even among higher and supreme vampires, despite the human classification of *Vampires Superiores* potentially suggesting otherwise.

Supreme vampires do constitute their own species. However, the many higher and lower vampires are each distinct species, grouped under the broader categories of *higher* and *lower*. All of them are collectively encompassed under the hypernym *vampires*, which functions similarly to a superfamily—comparable, for example, to the *hominoidea*. In this case, the equivalent would be the superfamily *vampyrum*.

For this reason, when fighting a dhampir, it is crucial to know their ancestry, as the nature of the encounter can vary greatly depending on it.

Vampires use blood magic: Partially true

Only certain species are capable of it, as previously established. This myth originates mainly from supreme vampires, and from dhampirs' ability to control the blood within their own bodies at will. This allows them to redirect it in moments of need in ways that appear magical.

However, they cannot extract blood or use it as a magical medium—dhampirs do not possess magic.

Vampires are solitary beings: False

This myth originates directly from dhampirs. Most higher and supreme vampires tend to organize themselves into cabals and are, in fact, as social as humans.

Dhampirs, on the other hand, due to being persecuted, often live in isolation. Humans who encountered them misinterpreted this as the archetype of the solitary vampire.

This same isolation also gave rise to other myths, such as the castle-dwelling vampire, the promiscuous vampire, and many others. As a result, while a relatively standard level of preparation may suffice against a dhampir, facing a cabal of vampires is an entirely different matter—better to seek help or eliminate

its members one by one.

Super strength: False

Only certain species of vampires possess superhuman strength—most notably mulas, which is where the myth originates. The majority can lift only slightly more than their own body weight. Dhampirs (at least those with mula ancestry) can lift somewhat more than their own weight and, with effort, roughly the equivalent of their vampire parent's weight.

Atrophied organs: False

Vampires possess a set of highly developed and complex organs, far surpassing those of humans. This myth originates from dhampirs, who may indeed have atrophied organs due to their genetic issues.

Vampires heal under moonlight: False

This myth originates from sightings of injured dhampirs who, while fleeing and naturally healing, were seen under moonlight. The ones who can actually heal under moonlight are chiranthropes (that is, werebats), which are entirely unrelated to vampires.

Vampires are weakened by sunlight: False

This myth originates from dhampirs, whose abilities are inherently weaker due to their hybrid nature. It is also reinforced by simple statistical probability, as it is far more likely to encounter a dhampir than a higher or supreme vampire.

Advantages

"*Have some class, this isn't a tavern brawl*"
—Anonymous, attributed to a dhampir

A dhampir's advantages vary depending on their ancestry. Some common ones are the following:

- **Resistance to silver**: Being half-human or humanoid-adjacent, silver does not affect them.
- **Resistance to vampire oil**: For the same reason as above—they are half-

human or humanoid. In fact, they have their own dedicated oil, dhampir oil, a 50/50 combination of vampire oil and Hanged Man's Venom.

- **Neural plasticity**: Dhampirs possess greater neural plasticity than vampires due to their human component. Combined with their long lifespans, this makes them highly unpredictable opponents.
- **Greater speed than the average human**: However, not to the level of a witcher (who can be up to ten times faster than a normal human). Dhampirs are roughly five times faster than the average human—sometimes slightly more or less depending on their ancestry.
- **Enhanced jumping ability**: They can leap from ground level to the equivalent of a second floor without much difficulty, thanks to superior musculature. This is common among all dhampirs, though more pronounced in those with alp or bruxa ancestry.
- **Expanded field of vision**: Equivalent to roughly half that of a telescope—in other words, similar to someone using binoculars, as mentioned previously.
- **Slow aging and long lifespan**: Thanks to their vampiric heritage. Their slow aging is reduced to roughly half the rate of their vampire parent, as is their overall lifespan in comparison.
- **Mild accelerated regeneration**: This is the reason why certain things affect them that would not affect vampires. It places them somewhere between a normal human and a witcher in terms of healing. For example, if a human breaks an arm, it may take about a month to heal once immobilized; a witcher may recover in about a week (sometimes two depending on severity), while a dhampir would take around two weeks (sometimes three, depending on the severity).
- **Enhanced senses beyond vision**: Thanks to their vampiric heritage, dhampirs possess highly developed hearing, smell, touch, and taste. These allow them to detect nearby vampires—as previously mentioned—as well as other threats. Their sensory acuity is, in fact, comparable to that of several individuals born blind combined. However, this also comes with drawbacks—hence their strong reactions to stimuli such as garlic.
- **Voluntary blood control within their body**: This allows them, in combination with their other abilities, to perform feats considered superhuman and often mistaken for magical.
- **Disease resistance**: Dhampirs are resistant only to diseases that affect humans, not to those that affect vampires—as previously mentioned. In fact, they are more vulnerable to the latter.

- **Anti-hypnosis**: Although they cannot use hypnotic abilities like their vampire parents, they themselves cannot be hypnotized. This is likely due both to their increased neural plasticity and their inability to perform magic, which came from a certain resistance to it.
- **Suggestive voices**: Dhampirs possess transformative voices—voices capable of reaching tones so pleasant or so unsettling that those who hear them become, not hypnotized, but more inclined to comply with their requests, whether through seduction or fear. This ability is especially pronounced in individuals with alp or bruxa ancestry.
- **Grip capable of temporarily paralyzing limbs**: Dhampirs possess sufficient grip strength to restrict blood flow and thereby temporarily paralyze extremities. This is due both to their enhanced musculature and their ability to redirect blood within their own bodies to where it is needed. However, unlike higher and supreme vampires, they are not capable of literally tearing off a limb with their grip.

Disadvantages

Beyond those already mentioned in the Preparation section—generally present at about half the intensity compared to a full vampire—some common ones are the following:

- **Inability to use magic**: This is a consequence of the heightened magical resistance inherent to vampires, which—when combined with humanoid genes—results in an inability to wield magic. However, this does not make them immune to magic. They can still be affected by it, though certain effects—such as Signs like Axii—do not work on them. Even if one of their parents is a Source, the vampiric genes responsible for magical resistance, along with any non-magical genetic traits from the Source parent, tend to be dominant—resulting in the dhampir being unable to use magic.
- **Genetic issues**: As a result of being the offspring of two different species—belonging to distinct genera and families that only share proximity through convergent evolution—dhampirs can suffer from a range of genetic problems. As previously mentioned, these can vary from relatively neutral to extremely severe, in a manner comparable to the issues observed in gamebird hybrids.
- **Being half-vampire**: Lacking the full range of abilities of their vampire progenitor makes them vulnerable to many factors that would not pose a

problem to a true vampire.

- **No reverse aging**: They age slowly, but ultimately like humans. This means that the older they become, the weaker they grow.
- **Inability to shapeshift**: Although dhampirs possess more developed cells than the average human (which explains why reproduction with other species is impossible, but viable with vampires due to closer biological compatibility), they are not developed enough to achieve polymorphism like their vampire progenitors. At most, by consuming blood—and after extracting the nutrients they require—they can temporarily enhance their regeneration if injured, or boost their physical capabilities (strength, speed, durability, etc.). This allows them to contend with higher or even supreme vampires under certain conditions—though never on equal footing, only closer than most other beings.
- **Reduced vision during daylight**: Although dhampirs possess greater visual range and detail than the average human, their eyesight is affected by the amount of light present in the environment. As a result, despite their extended range, they see worse during the day, but not during dusk or nighttime. In fact, during daylight their vision can be compared to that of someone who has lost around 2–3 diopters, whereas at night it is comparable to someone who has gained 2–3 diopters—allowing them to perceive their surroundings with great clarity and detail. This is also one of the origins of the "*nocturnal vampire*" myth, alongside lower vampires.
- **Accelerated metabolism**: Dhampirs possess an accelerated metabolism that allows them to use certain abilities in combat—such as the rapid growth and hardening (and subsequent softening and retraction) of their nails, using them as retractable claws (in a manner somewhat similar to their vampiric progenitors in hybrid form). However, this process leaves them heavily exhausted (unlike vampires), making them increasingly vulnerable as a fight drags on. As a result, they must consume large amounts of food or blood afterward to avoid systemic collapse.
- **Fragile bones**: Despite having stronger musculature, dhampirs possess lighter and more fragile bones. This is due to the incomplete genetic compatibility between the two species. This trait also helps explain their enhanced jumping ability.
- **Enhanced senses used against them**: While a witcher can mitigate the drawbacks of heightened senses in combat through the use of certain elixirs, a dhampir cannot. As a result, their enhanced senses become both

an advantage and a vulnerability.

Clichés about Dhampirs

There are many clichés surrounding dhampirs. Some of the most notable are the following:

Vampire hunter: False

This is not accurate, for the simple reason that a dhampir could be easily destroyed by a higher or supreme vampire.

The closest cases have been confrontations between very young supreme vampires (less than a century old) and dhampirs, whose power levels can be somewhat comparable. This is likely where the cliché originates.

Pronounced noses, teeth, eyes or abnormally long ears

This depends on ancestry and is not a common trait.

Courageous temperament: False

Like any other sentient being, dhampirs possess a wide range of personalities. There is no inherent courageous temperament.

This cliché originates from situations in which dhampirs—mistaken for vampires—have found themselves cornered by human mobs, forcing them to act aggressively or bravely in order to survive.

A deep mark on the back resembling a tail

This is a birthmark caused by genetic issues. It does occur, but only within a specific lineage—dhampirs born from katakan ancestry.

Even then, it is not always present, and tends to appear more often in those with a more human-like physiology. Those who are less human-like may instead develop an atrophied tail, though this is not universal among dhampirs.

Dhampirs are the offspring of vampires who seduce women: False

This is not always the case. There are many different kinds of stories—ranging from female vampires who seduce or force men, to cases involving male vampires that align with both negative stereotypes (similar to those sometimes attributed to orcs) and more positive ones worthy of a novel, as well as morally ambiguous situations, such as that of the dhampir child of the supreme vampire Mot.

Dhampirs are generally regarded as ordinary members of their communities: False

This cliché originates from cases in which dhampirs, after acquiring wealth, have helped certain communities.

While they may pass as ordinary people for a time (at least those with more human-like appearances), their need to consume blood for specific nutrients and vitamins eventually leads to them being perceived as monsters.

Types of Dhampirs

The known types of dhampirs are as follows, arranged on a scale from greatest to least power, and from most human-like in appearance to least. Each possesses the common advantages and disadvantages previously mentioned, along with additional traits unique to their ancestry.

- Dhampir (supreme vampire ancestry)
- Dhampir (ambrogian ancestry)
- Dhampir (alp ancestry)
- Dhampir (azema ancestry) [Far South, from the land of Nayar to the Amapaba Basin]
- Dhampir (sheeree ancestry)
- Dhampir (blautsauger ancestry) [southern western coast, from Nilfgaard to the westernmost part of Barsa]
- Dhampir (mula ancestry)
- Dhampir (baital ancestry) [Far South/East, Melukkan Peninsula]
- Dhampir (asambosam ancestry) [Far South, beyond Zangvebar]
- Dhampir (bruxa ancestry)
- Dhampir (ustrel ancestry)
- Dhampir (kukuthi ancestry)

- Dhampir (manananggal ancestry) [Only present in parts of the Far East and Far South]
- Dhampir (nelapsi ancestry)
- Dhampir (pontianak ancestry) [Only present in the Far East]
- Dhampir (nekurat ancestry)
- Dhampir (katakan ancestry)
- Dhampir (givach ancestry)
- Dhampir (ramanga ancestry) [Far South, ranging between Mekan and the Golden Islands]
- Dhampir (adze ancestry) [Far South, from Zangvebar onward]
- Dhampir (loogaroo ancestry) [Silk Islands, near the Western Continent]

Not to be confused with

- Supreme and higher vampires: The "*true*" vampires.
- Intermediate vampires: Those vampires which, as their name suggests, stand at an intermediate point between higher and lower vampires. However, they are so rare that in most cases they are excluded, leaving only supreme, higher, and lower vampires as the three main categories.
- Lower vampires: Those without self-awareness, displaying bestial behavior, and more closely resembling their chiropteran ancestors.
- Amphivampires: Beings that exist midway across all of the previously mentioned categories. They display characteristics of each without strictly belonging to any of them—hence the name "*on both sides of vampires.*" If an intermediate vampire stands between higher and lower vampires, an amphivampire spans the entire spectrum without fitting into any single category—not lower, not intermediate, not higher, nor supreme.
- Protovampires: Beings that stand between the hematophagous chiropteran from which vampires evolved and vampires themselves. A notable example would be the proto-fleder, which is almost a fleder—the latter being one of the lowest-ranking vampires within the lower vampire group, with the plumard that is behind it being the lowest.
- Mimevampires: Beings that closely mimic the characteristics of vampires to such an extent that they cannot be classified as paravampires (because the differences, while crucial, are minimal) nor as pseudovampires (since they may have a different origin). They essentially represent beings that have evolved convergently with vampires. Notable examples include the kuyenoids and

the atococ (the latter found in Nayar).

- Paravampires: Beings that resemble vampires—typically because they feed on blood or other fluids—but are not vampires. An example would be lamias, which are reptiloid creatures.
- Noveovampires: An attempt to refine the neovampire.
- Neovampires: An attempt to refine the pseudovampire. The most notable example are the brakires.
- Pseudovampires: A vampiric creature created through alchemical or magic-scientific methods. It does not descend from chiropterans nor does it use magic. They are neither vampires nor paravampires—they only resemble them superficially. So-called hybrids between werewolves and vampires are the most notable example.
- Psychovampires: Beings that feed on emotions or thoughts. They bear no relation to vampires.
- Hypovampires: Hematophagous creatures with no relation to chiropterans (which sometimes have a more or less direct connection to vampires), thus distinguishing them from paravampires (which may feed on fluids other than blood, as previously mentioned). The most notable example is the dip, a hematophagous canid that acts as a companion animal to vampires.
- Katapirs: The grandchildren of dhampirs, more human or humanoid than their grandparents.
- Bythospirs: The great-grandchildren of dhampirs, an almost impossibility that barely displays any vampiric traits.
- Zompires: The corpses of lower vampires reanimated through magic by a necromancer. Essentially, the vampiric equivalent of a zombie.
- Antivampires: Beings whose blood feeds others, developing a symbiotic relationship with them. The most notable example are the gernichoras
- Chiropthropes: Individuals afflicted by a curse that transforms them into half-bats or fully into bats—in other words, werebats.
- Bibroparasites: Beings that parasitize—ironically—creatures considered parasites themselves, such as vampires.
- Telerovampires: Sentient beings whose behavior has historically been interpreted as vampiric, but who in essence have no real connection to vampires, paravampires, or pseudovampires and so on. They merely resemble them very superficially. An example would be individuals infected by the so-called "*vampirism*" caused by dhampirin, the enzyme produced by dhampirs.

Slaying

Killing a dhampir is relatively straightforward compared to dealing with vampires (whether supreme, higher, or lower).

The first step is to identify its ancestry. From there, a base strategy is developed, to which variations are added depending on the specific type.

The fundamentals are a steel sword, using fast but varied strikes, and the application of dhampir oil. Before the fight, it is recommended to have consumed elixirs such as Petri's Philter (to increase the intensity of Signs), Wolverine (to boost strength and increase damage output by up to 50% of normal capacity), Black Blood (which can severely harm or even kill the target depending on the dhampir ancestry, Supreme Vampires dhampirs for example can survive it but severely weaken to the point that the fight will be almost over), or Blizzard to enhance reaction time.

During the fight, beyond swordplay, one should first employ Quen for defense while wearing the dhampir down (through wounds, exhaustion, or both), then use Yrden to reduce its speed, and finally rely on offensive Signs such as Igni (fire), Vintyr (ice), Volun (electricity), among others—depending on the dhampir type.

Lastly, it is highly recommended to engage the dhampir in a confined space, preventing escape, high jumps, or the ability to hide and recover from minor injuries. Ideal locations include narrow corridors, deep cave sections, underground floors such as cellars, or mines.

Notable Dhampirs

For the full list of known Dhampirs, see Category:Dhampirs.

Alp Ancestry

- Sorcha

Ambrogian Ancestry

- Leandro of Kovir

Bruxa Ancestry

- Riah

Katakan Ancestry

- Zada

Mula Ancestry

- Zegrath

Supreme Vampire Ancestry

- Sylthana
- Trish

Notes

- Dhampirs are free to use in stories and articles, all I ask is that you honor the lore present and if you make one add their name and a link to this page.
- Originally, dhampirs were conceived as more powerful, but during the article's rewrite, it was decided to nerf them to make them both more distinct from vampires and more different from the standard dhampir found in other works of fiction. After all, the core of T*he Witcher* is the subversion of tropes.
- Feel free to expand on any dhampir subtype as long as you follow the general information provided in this article about them.

Trivia

- The katapirs and bythospirs are a counter-inspiration to the thin-bloods, dhampirs, and dhampyrs (the latter being mixed offspring of the Kuei-jin) from World of Darkness, making them more unique rather than the same concept with a different name and minor changes.
- Kata comes from Ancient Greek, meaning *downward*.
- Bythos comes from Ancient Greek, meaning *depth* or *the abyss*.
- Vampires Superiores (written exactly like this) is the Latin taxonomic name used in The Witcher 3: Wild Hunt for supreme vampires.
- The mixing with humans and the later use of dhampires to increase their

population serves both as an in-universe justification for their more human-like appearance (while still being a distinct set of species) and as a reference to the second Viltrumite Empire[W] from the Invincible comic series. Additionally, together with the concept of katapirs and bythospirs, it is based on real biology, where ligers can sometimes be fertile and give rise to new hybrids such as tiligers and liligers.
- Hubert Rejk is presented here as a cursed individual because, although the quest in *The Witcher 3: Wild Hunt* is excellent, it makes little sense for a katakan of around 300–400 years to convert to the faith of the Eternal Fire and kill in its name—especially considering that said faith is strongly opposed to non-humans, which he himself is. This adjustment was made to better align the character with the internal logic of the setting.
- ὑπό (Hypó) means *under* or *beneath* in Ancient Greek.
- Most of the added vampiric ancestries for dhampirs have been taken from Vampedia.
- The clichés surrounding dhampirs have been drawn from Southern Slavic folklore and subsequently subverted.
- The kuyenoids are a homage/satire to the vampires from the Twilight saga (both books and films). The name is a reference to Edward Cullen, one of its main characters.
- The atococ are a reference to the very interesting but underdeveloped concept of the *Drowned Legacies* from the World of Darkness universe—vampires from Hispanic/Luso America whose nature is uncertain, as it is not known whether they are truly vampires or merely disguise themselves among them. The name atococ comes from Nahuatl, meaning *drowned like that*.
- The brakires are a reference to the vrakhiri, the vampires from the historical fantasy video game *Blood of the Dawnwalker*, developed by former members of CD Projekt Red.
- The word bibroparasite is composed of the Ancient Greek *bibroskō* (to consume) and *parasite*, literally meaning *one that consumes parasites.*

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